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VALIANT VOICE™

VOLUME NUMBER ONE
ISSUE NUMBER FOURTEEN

RELOADING VALIANT'S SECRET WEAPONS

Next month, an unusual document wrapped in a plain manila envelope and labeled TOP SECRET, EYES ONLY will mysteriously appear on neighborhood comic book store shelves. What fans will find inside is none other than ***Secret Weapons*** #13, featuring the assembly and premiere mission of the Valiant Universe's most remarkable new team!

Why all the cloak and dagger? "We think this is a surprise worth keeping," said Valiant Executive Editor, Kevin VanHook. "These days it's so easy to find out about what's going to happen in upcoming issues of books. All you have to do is read any one of the many comic book fan magazines or catalogs to see a plot twist coming three months away. With the new ***Secret Weapons*** team, we wanted to keep just about every aspect under wraps until the last possible moment. There will be no scoops, previews or leaks. No one outside a select group at Valiant will find out (and then only on a 'need to know' basis) who the new team is, until everyone finds out at the same time."

THE END OF THE FIRST TEAM

With ***Secret Weapons*** #9 and #10, Gilad the Eternal Warrior, Geoff the Geomancer, and Bloodshot have sought out and finally found the notorious Vault, a stockpile of dangerous armaments situated in the Philippines by the now defunct (thanks to WILDSTORM) Weaponeer organization. What they find in the Vault will alter the course of history, and spark a new era in high adventure!

But what of the old team? The answer can be summed up in three words: ***The Chaos Effect!*** As most Harbinger fans know, Secret Weapons members Stronghold and Livewire met with bizarre and tragic fates in ***Harbinger*** #29 after being convinced to leave the team by a well-meaning Gilad. In June, a disaster of epic proportions will strike the planet, leaving the Valiant Universe reeling in its wake. As a result of the chaos being generated out of Ladakh, the reluctant team of Gilad, Geoff, and Bloodshot will be no more! Colonel Neville Alcott of British Intelligence needs to reload his ultra-covert Secret Weapons program. Whatever the consequences, he has decided the mysterious items salvaged from the Vault can do just that!

TOP TALENT TALKS

"The book is going to look great. It's going to be a hard core action series about four adventurers coming together as a team," said writing newcomer Jesse Berdinka of ***Secret Weapons***' new direction. "The reader will see their progress when they get together with Bloodshot."

Berdinka will be guided into plotting and scripting the series (starting with issue #13) by the steady hand of ***Harbinger*** writer Maurice Fontenot, who has personally written ***Secret Weapons*** #11 and #12. ***Bloodshot*** scribe Kevin VanHook will act as editor on the series, insuring tight continuity between the books.

"There will be at least four brand-new characters," adds Fontenot. "And it looks like Neville is going to try and get Bloodshot to lead them. We're going to make the science and technology as accurate as possible, and the scope is definitely going to be international."

A brand new team, a bold new direction, and a leader who has become one of the most popular figures in the Valiant Universe — the ***Secret Weapons*** are reloaded and ready for action!

A MAN OF POWER: HARADA'S UNTOLD TALE

The tributes and tributations of Valiant's heroes have been, and continue to be, well-documented. In comics, however, a hero is only as good, or as interesting, as the villain he opposes. That's why some of the strangest characters in the Valiant Universe happen to be villains — from Master Darque and Dr. Eclipse, to Erica Pierce and the Many Emperor.

Perhaps the most intriguing, and definitely the most powerful of them all, is Toyo Harada, the man who doesn't view himself as a bad guy at all, simply as a man who wants to make the world a better place. His ongoing battles with the Harbinger kids reached an explosive climax in ***Harbinger*** #25 when Sting defeated him — blasting him into a coma where he currently remains.

While fans await the unfolding of Harada's future, his history is one subject that has yet to be explored. In what will be the first of an ongoing "irregular" series, ***The Harbinger Files*** #1 will feature a tale from Harada's past that will help to explain why he has become the man he is today. The "files" refer to his secret records, accumulated throughout his rise to power. They contain extensive information on Valiant's characters, giving you a look at "the world" from his point of view.

This special edition will be cowritten by Editor-in-Chief Bob Layton and Fred Pierce (***Magnus Robot Fighter*** #10 [illegible] p70). The story will take up where ***Solar, Man of the Atom*** #3 left off. After his [illegible] fiery demise in an airline explosion, Solar left Harada for dead. This is the untold tale of how an injured and powerless Harada was found and nurtured back to health by a good-natured mountain man, and how this humbling experience forced him to have some very personal revelations. What Harada realized during these revelations helps to form the cornerstone of his philosophies for dominance.

The art team for ***The Harbinger Files*** #1, penciler Dave Cockrum of X-Men fame and ***Magnus Robot Fighter*** veteran inker Gonzalo Mayo, promises to put out an exciting issue. And, with colorist Mike McCabe from ***Secret Weapons*** adding his talents, this is sure to be one of our best-looking books this year. To top it all off, this issue will be sporting a cover by fan-favorite artists Sean Chen and Paul Autio of ***Harbinger***.

As the Valiant Universe evolves, many questions will be answered. Many more, however, will arise. ***The Harbinger Files*** #1 is simply another piece of the Valiant history puzzle. If it's true that knowledge is power, then get ready for a powerful issue. As editor Maurice Fontenot put it, "This book is everything you ever wanted to know about Harada, but you won't have to die once you find out." ■

EDITORIAL

The year is 4020 A.D. and the Malev War has been over for seventeen years.

Advanced robotics technology has been banned by planetary President Magnus to insure that mankind never again becomes dependent or enslaved by such science.

Mankind, now far more robust and self-determined than in the days when North Am's arrogant milespires stretched to the heavens, has learned to fend for itself. Cyborg technology, allowing the user total control, has replaced the now banned robot slaves that once toiled for their complacent human masters. Technology, blended into the environment, has become the order of the day. One government, one people, one world...Rai's dream for which he has sacrificed his life, has come to fruition.

And, the people of planet Earth have realized *their* dream of ultimate peace and harmony.

But there is a darker side to the dream. President Magnus is all too aware of the terrible price mankind would pay if the peace is not kept, for far above the earth, in a gargantuan space station known as "the Palisade", reside the Harbingers...strange beings descended from ancient Earth spacefarers, whose nanite technology borders on wizardry.

They enforce the peace, exacting a swift punishment for anyone who violates their edicts.

Peace, in the year 4020, has a heavy price tag.

Into this setting, the story of two brothers will be told. Brothers who have never met, and have lived very different lives...until now. One, the eldest son, born of Leeja Claire and Rai, has lived his life within the serenity of an Eastern temple, raised by monks to live a life of spiritual awareness and discipline. The other, born of Leeja and Magnus, has enjoyed a sheltered existence as the son of the greatest hero the world has ever known.

Sinister forces, unbeknownst to either, will bring these brothers together for the first time...and threaten to topple the new world order in the process.

The next stage of the future of the Valiant Universe begins this May, with a whole new cast of heroes and villains, as well as some strangely familiar faces in new guises.

Don't miss the debut of Valiant 4020 A.D. in the pages of ***Starmasters*** #1, ***Magnus Robot Fighter*** #20, and the newly retitled ***Rai*** #21, written by Valiant superstar Tony Bedard. A new era of sci-fi adventure is about to begin!

Bob Layton
Editor-in-Chief

VALIANT.

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MAKING SENSE OUT OF THE CHAOS EFFECT

Bob Layton, overseer of **Chaos**

There is an order to things. Some sort of semblance. *Unity*. But every now and then walls start tumbling down. Buildings crumble, cities fall. What was once order...becomes *chaos*.

It was this uncertain certainty that started Editor-in-Chief Bob Layton thinking about the human condition, the unpredictability of events that will inevitably affect the universe, *his* universe.

"I was watching the news one day and they were showing an earthquake somewhere," explained Layton. "And I thought about how many individual stories were interrupted by a tragedy like that. I started thinking about the millions of lives being affected in that city by that one cataclysm.

"The earthquake kicked off an idea," he continued. "I wanted to do something that pits man against nature instead of man against man. I don't think this type of story is done enough in comics. I wanted to do something spectacular in nature that would have ramifications forever in the history of the Valiant Universe. ***The Chaos Effect*** is an event that takes place – a paranormal event with catastrophic consequences for our characters."

What happened next lends insight into the unique creative process that goes on at Valiant.

"At first I thought of doing something akin to ***Unity,***" said Layton, referring to the 1992 mega-story that galvanized the continuity of the Valiant Universe. "So I sat down initially to map out ***Unity 2*** and worked several weeks on that. Finally, I felt it wasn't working. Something was missing. So I threw the whole thing out and started from scratch. I wanted to give the reader something better than a sequel! Something different."

It was during an editorial meeting with ***Shadowman*** writer Bob Hall that Bob received the muse for the event that would set off ***The Chaos Effect***.

"I was in the midst of constructing the origins of ***Timewalker*** with Bob when I got the idea that the event should be an accident involving time," said Layton of his moment of inspiration.

The idea for a series of stories that would be generated by the same event, but weren't necessarily a crossover, was born. ***The Chaos Effect*** would be *interactive*, meaning regular fans, new Valiant readers looking for a jumping-on point, and even casual readers could pick up any combination of books between the first and last "bookend" issues, and enjoy the story.

"I got together with [Valiant] to brainstorm...he's really good at that...and we started thinking of alternatives to your standard 'I gotta get every single issue in order to make sense of this thing' type of event. A story in which the reader didn't have to read every issue of the series."

The event will be broken into four story arcs of four issues each (covering all sixteen of Valiant's current series, as well as the special ***Secrets of the Valiant Universe #2 — Master Darque***), plus ***The Chaos Effect — Alpha*** and ***— Omega***, which will depict the origin of the disaster and its incredible climax, respectively. While this totals eighteen issues, to be released mid-June to mid-July this summer, readers need only pick up ***Alpha***, ***Omega*** and any combination of books in between to make sense of the story.

"I WANTED TO DO SOMETHING THAT PITS MAN AGAINST NATURE INSTEAD OF MAN AGAINST MAN. I DON'T THINK THIS TYPE OF STORY IS DONE ENOUGH IN COMICS."

From there, the interactive series was thrown into the creative thinktank. "After Jon and I hashed it out, I had a meeting with my editors. We struggled at first, and then suddenly they all jumped in and had a cascade of ideas. The whole concept of chaos science was the hook that got us excited and made it work."

That hook was the impetus for a series of Valiant's unique 'writers' meetings'. According to Bob, these are absolutely crucial for exchanging ideas and keeping each writer informed of the other's storylines. "It keeps us all on the same page, and lends a continuity to our universe.

"Our crack staff of people are very interested and well-based in the sciences and science fiction, and one of the newest real sciences is *chaos theory*. [Valiant's newest Assistant Editor] Jeff Gomez came to us with a strong background in chaos theory, and he'ped brief us in chaology, so that we could establish our story in as much real scientific theory as we could."

Chaology is the science of understanding how tiny, almost insignificant actions can have a huge effect on larger events. In the movie *Jurassic Park*, Jeff Goldblum's hip mathematician character explains that dinosaurs should not be revived. As a chaologist, he believes that introducing a life form meant to be extinct for many millions of years engages so many random factors that something is bound to go seriously wrong. He sited the now-classic 'Butterfly Effect,' in which a butterfly stirring the air in Peking today can transform storm systems next month in New York.

In other words, tiny events can coincide, collide, and cascade, like rows of dominos branching out for miles, creating tremendous moments in history.

In ***The Chaos Effect — Alpha*** (which will be given away FREE at your local comic book dealer), Timewalker arrives in Ladakh thrashed and bloodied to within an inch of his life. It seems his previous time-jump placed him into a distant era, when a horrible necromantic war would bring the world to a violent end. Countless souls were being lost, and Ivar himself was struggling for his life. To save himself, he leaps through a time portal, inadvertently allowing titanic waves of 'Darque' power (the potent energy released into the universe when a living being dies) to pour through the portal. Like water forcing its way through a crack in a dam, the portal is forced to stay open — and even widen — as this energy rapidly zips its way through the delicate fabric of Earth's electromagnetic spectrum.

"The effect breaks down normal physical laws which cause cataclysmic results in every corner of the planet," said Layton. "Electrically-powered machines will be locked frozen, weather patterns will change, transportation will cease, the world will literally come to a standstill. Millions will die. The effect on our heroes will range from Bloodshot's nanite blood leaving him powerless, to Dr. Eclipse and Master Darque taking on god-like power. Shadowman and Doctor Mirage will be altered forever. By the end of the story in ***The Chaos Effect — Omega***, major characters and whole series will be given completely new directions. Each will deal with the situation in his or her own way. Like real people, they're going to grow from it. If they didn't, they'd be two-dimensional. Valiant characters evolve – even in the most chaotic of times..."

HISTORICALLY CORRECT

...I just wanted to drop you folks at Valiant a line to tell you: KEEP UP THE GOOD WORK!!! I have only been collecting Valiant titles for about a year now, and, like many others, I wish I had gotten in earlier. You got me hooked with ***X-O Manowar***. It took me about seven to eight months to get a complete run, with the exception of the first four issues, which were taken care of by the trade paperback. The next title I became interested in was ***H.A.R.D.Corps***, followed by ***Secret Weapons***, ***Ninjak***, and now ***Archer & Armstrong*** (A&A is thanks to a recommendation by the dealer where I get all my comics, *Jim Bailey of Daddy Jim's Comics*). *I am looking forward to the releases this year of* ***Armorines***, ***Timewalker***, ***Starwatchers*** *and* ***The Visitor***. Valiant has some of the best and most believable storylines going, with excellent continuity in stories and art. Please maintain your integrity!

The primary purpose of this letter concerns the story arc in ***Eternal Warrior*** issues #17 - #19, which revolved around the thirty pieces of silver which were used to pay off the betrayal of Christ. As a Christian, I was very interested to see how you would present this important and delicate element of history in the context of your story. I was impressed with the short historical excerpts at the beginning of each issue. Needless to say, you still have a loyal Valiant reader. You might be surprised at how many Christians are avid comics fans. Your storylines do not rely on sex and underdressed or spandexed heroes and heroines. I hope that your company will never stoop that low. May Valiant's future be even brighter than its stellar past.

A. Scott Combs
Tobaccoville, NC

*Thanks for the compliments, Scott! **Eternal Warrior** writer Kevin VanHook and artists Ted Halsted and Stan Drake carefully researched their subjects for the "Thirty Pieces of Silver" story arc. We feel that the more accurate the background and settings of our stories are, the more realistic and exciting the adventure becomes.*

THE INQUISITION

...I could tell you guys how I got hooked on Valiant because of the great stories, but you've probably heard it a hundred times by now. I'll just say that your comics are the only ones I buy. I love the great stories, and the constant surprises, so keep it up. I also like how you've dealt with the known future, like having Harada go into a coma instead of dying so he can continue to pester generations of Stanchecks. But it kind of takes the suspense out of some comics, don't you think? Here are some questions that I hope you can answer:

1. I was reading ***Rai*** #0 recently, and I'm looking forward to ***X-O Manowar*** #28. But, if the armor is going to die, how is it there in 2002, when Aric sends it away so that it can escape capture by Harada?

2. What harbinger powers does Ax have?

3. What does the term "latent" harbinger power mean?

4. Can you work at Valiant without being able to draw?

Thanks for reading this letter. I'll be checking the ***Valiant Voice*** for the answers.

Marty "Party" Winslow
Laguna Niguel, CA

We'll try and tackle your questions by the number, Mr. "Party":

*1. Who says the X-O armor in 2002 has to be Shanhara as we know her? Keep reading **X-O Manowar** for the answers.*

2. Ax's harbinger power is similar to Bloodshot's nanite enhanced technological facility. Ax can virtually "communicate" with any electronic mechanism. His almost-supernatural intuition with computers and machines makes him able to invent advanced gadgets and hack his way into almost any computer network.

3. The word "latent" means that the potential is there, just under the surface, waiting to be triggered by some combination of circumstances. A latent harbinger is someone who appears to be living day-to-day life as a normal human being, but has the DNA composition which holds the mysterious harbinger matrix, making him or her capable of manifesting unusual powers under the right conditions.

4. There are plenty of people who work at Valiant who don't draw (including your humble Voice editor)! It does help to know a bit about artwork and the way periodicals are produced, however. Skills in grammar, writing, editing, computer graphics, marketing, sales, manufacturing, distribution, and accounting also are needed. Maybe some time after college we will see you around the Valiant offices!

*And one more thing: As this summer's **The Chaos Effect** is sure to show, despite the fact that the Valiant Universe has a timeline, nothing is truly predictable! Will Shadowman really die in 1999? How? Is there a loophole? If you read back your very first question, you will see that there can be all kinds of surprises and suspense in our stories—even though you think you know how things will ultimately turn out.*

ONE DAY SHE'S GOING TO GIVE US AN ADJUSTMENT!

...Valiant comics have helped me get through many hours of studying for those nasty science classes over the last two years. They'll probably keep me going for the next three, as I go through Chiropractic School. A comic book is a great ten to fifteen minute read in between anatomy and chemistry.

I will miss ***Archer & Armstrong***; it was the very first story I read cover to cover on a monthly basis. I hope the characters don't die, but go their separate ways. They were a good team, but I guess teenage boys find them too normal.

But you do have many other wonderful—no, super—characters, like Shadowman and Dr. Mirage. ***Dr. Mirage*** is fast becoming my favorite book. Like ***A&A***, Carmen and Owen are very strong characters who complement each other. Shadowman is just sexy. Both of these titles are well written and the artwork, especially on ***Shadowman***, has improved. Actually, the artwork on all your titles has improved! Keep up the fantastic writing and strong character continuity, and you'll have a fan for life.

Andrea Benko
Davenport, IA

It's great to see more women joining the Valiant readership, especially up-and-coming professionals who can provide some relief to our aching backs! We're proud of our artists and their consistent level of high quality artwork. There's nothing quite like watching Editor-in-Chief Bob Layton on Wednesday afternoons give lively and insightful pointers to Knob Rose's attentive artists. Where there is a passion for quality, there will always be quality!

"CHAOS" RUMORS ARE FLYING ALREADY!

...There is a rumor that at least three major characters are not going to walk away from ***The Chaos Effect***, this summer. I think I know the ones...I have a feeling that two of the three people are xxxxxxxxxxxxxxxx. But I have one question though. They couldn't be killed, because in ***Rai*** #0, in the year 1999, they are xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx xxxxx Shadowman's death. I have a feeling that xxxxxxxxxxxxxxxxxxxx

THE

FECT
TM

Time is not absolute

A mega-adventure told in four

Featuring the work of Bernard Chang, D

--BUT CHAOS IS!

story arcs on sale in June and July.

an Jurgens, Bob Layton, and Jerry Ordway.

CREATORS' CORNER

NAME:
BERNARD CHANG

IDENTITY:
Age: 21
Native of Miami, Florida
Penciller of
The Second Life of Dr. Mirage, The Chaos Effect – Alpha and Omega

There is a tendency to think of artists as introspective, sensitive, shy, and self-absorbed in their craft — almost to a delicate nature. However, Bernard Chang, one of Valiant's top pencillers, defies this notion. Discovered at the 1992 San Diego Comic Book convention by Bob Layton, Chang made his mark in the comic book industry with his crisp, stylized pencils. Beginning with his debut on ***Archer & Armstrong*** #0, his artistic ingenuity has never shined brighter than in his current work on ***The Second Life of Dr. Mirage.*** Besides being a top rate artist, Chang keeps the Valiant crew on their toes, from destroying co-workers at Nintendo's "Gameboy" or Sega's "NBL '94," to creating comedic scenes in restaurants (and he makes us *wait* for him, to top it off). He is also probably the Company Artist With The Most Involved Extra-Curricular Commitments Outside Valiant. Aside from penciling regular Valiant series ***The Second Life of Dr. Mirage***, and assorted promo art for covers and ads, Chang is also a full-time scholarship student at Pratt Institute in Brooklyn, NY, majoring in architecture. *And*, he is captain of the Pratt varsity basketball team, as well.

Chang's main drive is comics and basketball: two major areas in his life he is equally passionate about. When asked if there is any connection between the two, he simply states, "A lotta hard work." Basketball was something he grew up with as a kid, although he claims he has more of a natural aptitude for drawing. "I grew up with basketball, and I would like to coach, but I think I'm more gifted in drawing. I have to work harder at basketball, but it pays off." And sure enough, it did. Last February, Chang's name was recently listed among the high scorers in the sports section of *New York's Newsday* newspaper, when his team defeated a rival school.

Although he's enjoyed comics all his life, Chang's interest in the medium rekindled to an all-time high in the middle of studying architecture at Pratt. "I wanted to draw people," states Chang. "In architecture you deal with drawing spatial concepts, drafting stuff." Consequently, penciling is a "breather" for Chang, where people and storytelling is a refreshing change of scenery from drawing buildings.

Hard work paves the road to success, so be sure to expect more dynamic drawing from Chang in the future. And what motivates him to pencil book after book, despite his crazy schedule? "I buy myself a Sega game after I finish each issue, as a present to myself." The effective, practical philosophy that keeps Chang going: Work, Reward. Work, Reward. Work...

A VIEW FROM WITHIN

Considering how quickly today's comic book market is changing, I thought it would be a good idea to ask a couple of our marketing gurus, Jon Hartz and Marty Stever, to shed some light on the matter. Hopefully, some of their comments will lay some rumors to rest.

FDS: Can you give me a general overview of today's comic book market?

Stever: The speculators have left the market, but the readership base is still solid. The biggest problem today is the glut of bad comics. Some of the retailers and customers just aren't sure what to buy anymore.

Hartz: In many cases the buyers have quit speculating. Today they collect to read, not because they hope to get rich off their comics.

FDS: How would you say Valiant fits into the market?

Hartz: The whole market is down now. The best way I can explain our position is this...let's say everyone's sales are falling like a piece of wood. Ours would be like a piece of balsa wood.

Stever: In 1993 we were the third largest company in the industry, based on sales. We're solid and growing.

FDS: What's the difference between orders and actual sales?

Stever: Basically we ship every book that we say we're going to. Some other companies publish books that either never come out, or are so late they're returnable. That's the difference.

FDS: Where do you foresee Valiant's position in the next three years?

Hartz: Optimistically, our next big goal is to give DC a real run for their money. Our line average is already better than theirs. The way we hope to do this is that, rather than come out with a hundred new titles, we'll have very few new titles. We intend to get people to read all of our books, and jump on the Valiant bandwagon.

Stever: In three years we have a good chance to be the second biggest, vying to be the #1 comic book company. We'll do this by building our readership base every single week with good books.

FDS: Do you have any last comment you'd like to make?

Stever: We understand that people buy our books to read and enjoy. No matter how smart we are at writing an ad, it's still the enjoyment of reading that will keep our books selling.

Hartz: Valiant will continue to be successful because of our slow growth policy. We'd rather do eighteen of the best written comics with great art and large sales than 140 with mediocre sales. That's a guarantee to our fans — any title that we do will be the best there is.

In last month's column, I asked fans to give their opinions on the Bonus Cards inserted in our February titles. While most responses were favorable, I felt like I should address the few complaints that I received. The one common complaint was that Valiant was not sending back the redeemed cards once they were turned in for chromium cards. The reason this isn't being done is simple. This is a trade in the spirit of trading cards. The chromium cards are way cool, but if you want to keep your free bonus cards, it's completely up to you. Each redemption card was included FREE, so we're certainly being made friendly. The last complaint I'd like to address is about the ***Valiant Era I Cards*** from Upper Deck. The problem was that a complete set was nearly impossible to make from a single box. I spoke with Chaz Pitbaugh from Upper Deck and he absolutely assures me that this problem was corrected with March's ***Valiant Era II*** card set.

Darren Sanchez
Production Manager

VALIANT SECRET IDENTITY CHALLENGE

I'm a former member of MI-5, and was on hand when Bloodshot burst forth onto the scene at Heathrow Airport. I've aided him from time to time when events placed him at odds with British authorities. I recently joined Neville Alcott's organization and became Bloodshot's control agent, much to the big Yank's chagrin.

Who Am I?

Send a postcard with your name, address, and your guess to: Valiant Voice, Secret Identity Challenge #3; c/o Voyager Communications Inc.; 275 Seventh Ave., NY, NY 10001. The first fifty (50) postmarked responses with the correct answer will receive a **gold book**, *compliments of Valiant. All entries must be postmarked no later than April 30th, 1994. Limit one gift per household.*

Secret Identity Challenge No. 2 Answer: PAUL N'DOUR

CONVENTION PIX

The crew at Valiant had a great time at this year's Great Eastern show at New York City's Jacob Javits Center this past February. We're looking forward to being back there again next year.

SOLAR AND UNITY COLLECTED

Yet another first for Valiant will hit comic shop shelves this April—the special limited hardcover edition of ***Solar, Man of the Atom*** #0. Originally titled *Alpha and Omega*, the story ran in serial form in ***Solar, Man of the Atom*** #1-10, and features the incomparable artwork of Barry Windsor-Smith and Bob Layton. The epic saga recounts the catastrophic chain of events that lead to the origin of Phil Selenki, who is currently the most powerful hero in the Valiant Universe. Included in this printing as a special premium will be a fold-out poster of "the world's largest comics panel" depicting the unbelievable climax to this earth-shattering story. At a suggested retail cost of only $25, nowhere will this story be more beautifully presented than in this premiere hardcover edition!

An an encore in May, Valiant will then pull out all stops in presenting the ***Unity Trade Paperback*** #1! The first in a set of four perfect-bound soft-cover editions retells the incredible ***Unity*** saga of 1992, and is designed specifically for readers who want to get the entire story that set the stage for every Valiant comic since. Relive, or experience for the first time, the adventure wherein the combined might of the heroes in the Valiant Universe is set against Erica Pierce, who is using her godlike powers to remake time. The first volume of the ***Unity Trade Paperbacks*** will cost $10.95, and comes in a handsome slipcase that fits all four volumes. (Volumes 2 through 4 are scheduled to arrive in stores in June, July, and August.) Featuring the work of Bob Layton, Barry Windsor-Smith, Jim Shooter, Roger Stern, Maurice Fontenot, Stan Drake, Don Perlin and Jorge Gonzalez, as well as a cover gallery by Frank Miller, Walt Simonson and Barry Windsor-Smith, the complete four-volume set of the ***Unity Trade Paperbacks*** will be a grand entertainment experience, and great addition to any collection.

An ENORmous Thank-you

From the desk of Fred Pierce, V.P. Operations

Last fall, we thought that including a Valiant Fan™ license card in each one of our comics would be fun. Then, we decided that it would only be fun if it was included at no extra cost — postpaid. Finally, we thought that it would be best if we could figure out some way to deliver the card without polybagging the whole comic book. You know, include the card but still allow you to open the comic before you buy it. Additionally, we felt everyone should be able to take the card out and put it back without ripping or destroying anything.

Enter our friends Eunice, Steve Lebeda, and Kris Cabral at Lone Mountain Printing. Over the past few months, David, Steve, Kris, and I designed and redesigned and re-redesigned the special card pockets in our February packs. The numerous iterations had to be done in a timely manner so as not to delay our February books. The pressure was tremendous. Then, our printers had to run and approve the final product. Both Roberta Pennel, of Spartan Press, and Gabe Sacco of Rumsey both cared themselves to making sure that no one would be disappointed.

It's rare that we take the time to thank those who work so diligently behind the scenes. This is just a little thank you from the staff and fans of Valiant comics for so graciously helping us.

UNITY

TIMELINE OF THE VALIANT UNIVERSE™

DAY 157

Elya is called away to defend the complex and Shadowman breaks out of Elya's quarters to lend aid. He then manages to thwart Archer and Armstrong's bombing plans, forcing them to return to their headquarters.

DAY 157

DAY 157

DAY 157

Back at the resistance headquarters, the Harbinger team arrives. Geoff tries to check on the baby and discovers that it will grow up to be Magnus.

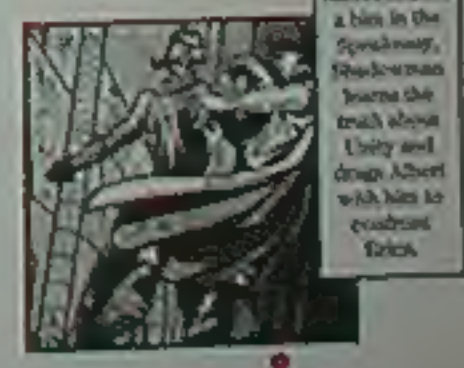
DAY 157

Geoff enters the complex to rescue with Erica, but is captured. The heroes then set off to rescue Geoff, leaving behind Armstrong to deliver Kris' baby.

DAY 157

Magnus is caught under a collapsing support column and is presumed killed, but he survives and manages to make his way through the citadel. Along the way he finds Geoff, who escapes Erica's blast through a secret door. Geoff learns that Solar is not dead, but imprisoned.

DAY 157


After seeing Albert murder a kin in the Speakeasy, Shadowman learns the truth about Unity and drags Albert with him to confront Erica.

DAY 157

NEXT MONTH: THE UNITY TIMELINE CONTINUES!!!

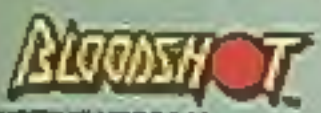
COMING THIS MONTH

APRIL SPOTLIGHT ON:

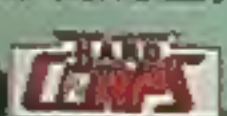
#11

SECRET WEAPONS™ #11
By Fontenot, Owen, Bakhtiarian, and McGuire
$2.50 U.S./$3.40 CAN
Featuring Bloodshot
A new look! A new creative team! *Secret Weapons* takes a new direction as Bloodshot leads an inexperienced team of operatives into the dangerous world of superheroics. This new team operates in complete secrecy, so details of the Secret Weapons, their identities and powers are being kept TOP SECRET until the title ships. This issue will ship in a brown envelope marked TOP SECRET, EYES ONLY.

SOLAR, MAN OF THE ATOMIC 80 LIMITED EDITION HARDCOVER
$25.00 U.S./$34.00 CAN
Shooter, Windsor-Smith and Layton
Collected from *Solar* #1-10. The story of how Phil Sakaki attained his incredible power and the catastrophic chain of events that brought him to our universe, is now combined in one single, perfect-bound volume.



BLOODSHOT™ YEARBOOK #1
By VanHook, Bair and Pimentel
$3.95 U.S./$5.25 CAN
While stopping a mob-related drug deal, Bloodshot is caught in the explosion of a briefcase bomb. Shell-shocked and seriously wounded, he finds shelter in the home of a beautiful woman who hides a terrible secret.



#20

The H.A.R.D. CORPS® #20
By Fontenot, Levins, Dixon and Chlystek
$2.25 U.S./$3.05 CAN
"Bad Omen" Part 4 of 4! Guest Starring the Harbinger!
H.A.R.D. Corps' New Mexican battle with the Harbinger Foundation continues as casualties mount on both sides.

#31

HARBINGER™ #31
By Fontenot, Chen, Wandtke, Bennett and McGuire
$2.50 U.S./$3.40 CAN
"Bad Omen" (Part 3 of 4) Guest Starring The H.A.R.D. Corps
Harbinger vs. H.A.R.D. Corps in New Mexico! Harada has not yet recovered from the injuries he sustained in his final battle with Sting. Can the Harbinger kids save him from a deadly attack?

#1

HARBINGER FILES: HARADA #1
By Layton/Pierce, Cockrum, Mayo and McGuire
$2.50 U.S./$3.40 CAN
Think of it as *Hercules* #0. This is the story of the bad guy who has made things tough all over the Valiant Universe — Harada, a man with nearly limitless power and wealth. Even Sting couldn't stop him. What made Harada so ruthless?

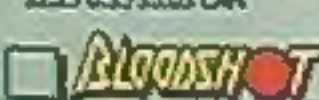
ALSO THIS MONTH:

#24

ARCHER & ARMSTRONG® #24
By Barry Weisberg and CI
$2.50 U.S./$3.40 CAN

#2

ARMORINES™ #2
By Gonzalez, Calafiore, Ramos and Lusk
$2.25 U.S./$3.05 CAN



#18

BLOODSHOT™ #18
By Johnson & VanHook, Wandtke, Drake, and Jado
$2.25 U.S./$3.05 CAN

#24

ETERNAL WARRIOR™ #24
By VanHook, Halsted, DeCarlo and Sachik
$2.25 U.S./$3.05 CAN

#9

THE SECOND LIFE OF DOCTOR MIRAGE™
By Layton, Chong, Branch, and Cassaday
$2.50 U.S./$3.40 CAN

#38

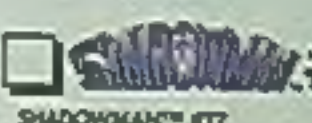
MAGNUS ROBOT FIGHTER™ #38
By Bedard, Calafiore, Mayo and Cassaday
$2.25 U.S./$3.05 CAN

#6

NINJAK™ #6
By Marzán
$2.25 U.S./$3.05 CAN

#23

RAI AND THE FUTURE FORCE™ #23
By Bedard, Ross, Ramos and Hope
$2.25 U.S./$3.05 CAN



#27

SHADOWMAN™ #27
By Holt, Ryder, and Cavallaro
$2.50 U.S./$3.40 CAN

#13

TUROK, DINOSAUR HUNTER® #13
By Pearson, Morales, Elliott and Dana
$2.50 U.S./$3.40 CAN

#30

X-O MANOWAR™ #30
By Gonzalez, Levins, Belanger, and Cavalc
$2.25 U.S./$3.05 CAN

COURTESY OF:

Next Issue:
Why's issue of the Valiant Voice features our newest title — *Starwatchers* — the first monthly book set done completely in Valiant Vision. You'll also get the inside scoop on comics' biggest summer event — The Chosen Effect — and more!

See you in thirty days...